INSTRUCTION MANUAL
NES-HM-USA
HOME ALONE 2
LOST IN NEW YORK
T• HQ, Inc.
TOY HEADQUARTERS

INTRODUCTION

Thank you for purchasing **Home Alone 2: Lost In New York** for the Nintendo Entertainment System. We are sure you will enjoy the escapades of Kevin McCallister as he tries to make his way through the largest metropolis of them all - New York City!

His old adversaries, Marv and Harry - the Wet Bandits, have a score to settle. They're going to do their best (or worst) to get revenge on our hero. Not that Kevin can't take care of himself . . . You'll find plenty of toys and trinkets to defend yourself against the Wet Bandits and other multiple threats in a big bad city!

HUGHES®

T•HQ, Inc.
TOY HEADQUARTERS

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SYSTEM®

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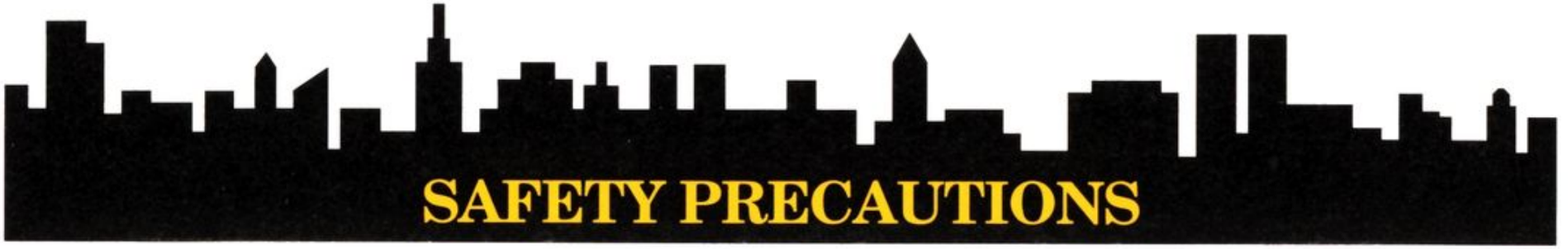
Official
Nintendo
Seal of Quality

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality.



SAFETY PRECAUTIONS

Follow these suggestions to keep your Home Alone 2 Lost In New York Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.
2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.
3. DO NOT try to disassemble your Game Pak.
4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV!

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similiar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similiar damage to a projection television. Please contact your TV manufacturer for further information.

A D V I S O R Y

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and convulsions.

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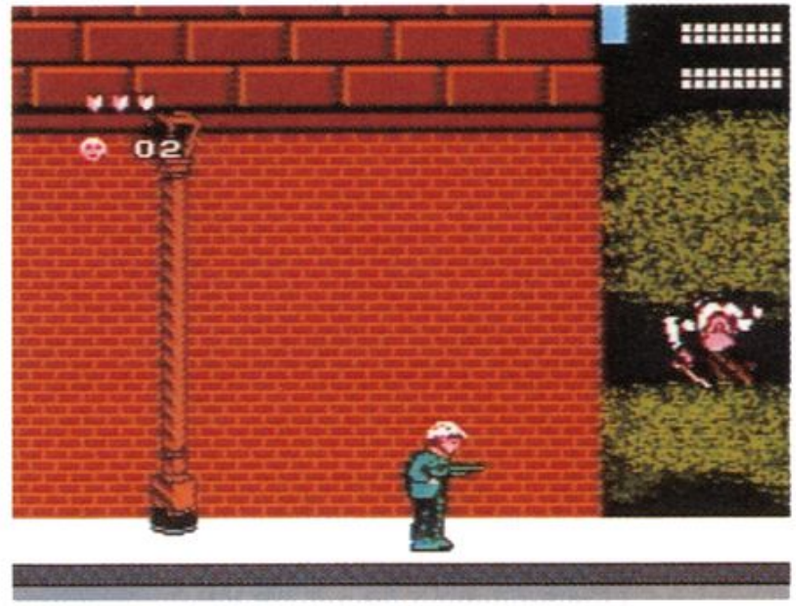
THE STORY

It's Christmas time and somehow Kevin McCallister has been separated from his folks again. Only this time the action takes place in New York City. Everything from Central Park muggers to sewer rats come after the youngster as he makes his way through the gigantic city to find his family.

Harry and Marv are hot on his trail and this time they have enlisted the aid of some creeps from their old gang. To make matters worse the entire staff of the Plaza Hotel is after him too. Can a kid make it through New York? Grab the controls and find out in this thrilling adventure for the whole family!



CONTROLLING KEVIN

General movements:

Running - **Right** or **Left** on the Control pad.

Sliding - Press **Down** on the Control pad while running.

Duck - Press **Down** on the Control pad while standing still.

Enter a Door - Press **Up** while standing in front of a door.

Jumping - Press the **A Button.**

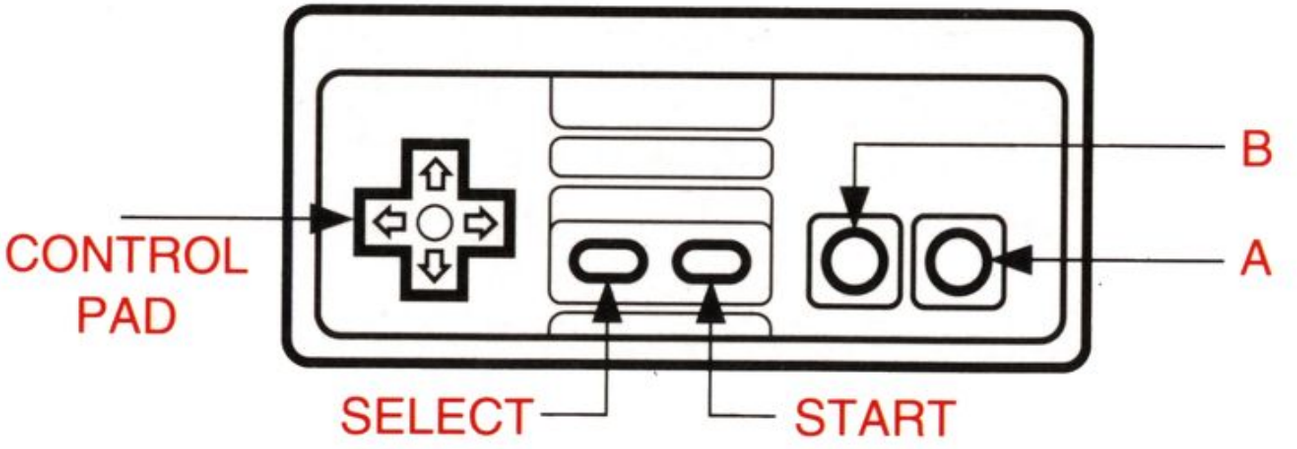
Fire Weapon - Press the **B Button.**

Summon Elevator - Press the **Up Button** while standing in front of the elevator call button.

Selecting Weapon - Press the **Select Button** to change the status bar from showing lives and power units to displaying weapons.

CONTROLLING KEVIN cont.

Select Button- a second time to scroll through the weapon inventory list. Each weapon will be displayed with the number of shots available (from 0 to 99). If the weapon has one or more shots it will appear in Kevin's hand. If you stop on a weapon that has no ammunition Kevin's hand will be empty. During the game when Kevin is holding a weapon, pressing the **Select Button** will show you that weapon in the status bar and the number of shots remaining. By pressing the button a second time, the weapon is still displayed in the status bar and allows you to scroll through the weapon inventory list.



CONTROLLING KEVIN cont.

Weapons and tactics:

Slide - Eliminates many enemies that are on the ground.

Dart - Temporarily "stuns" human enemies. (Will not work on some bosses.)

Flying Fist - Knocks one enemy off the screen. (Some require two shots!)

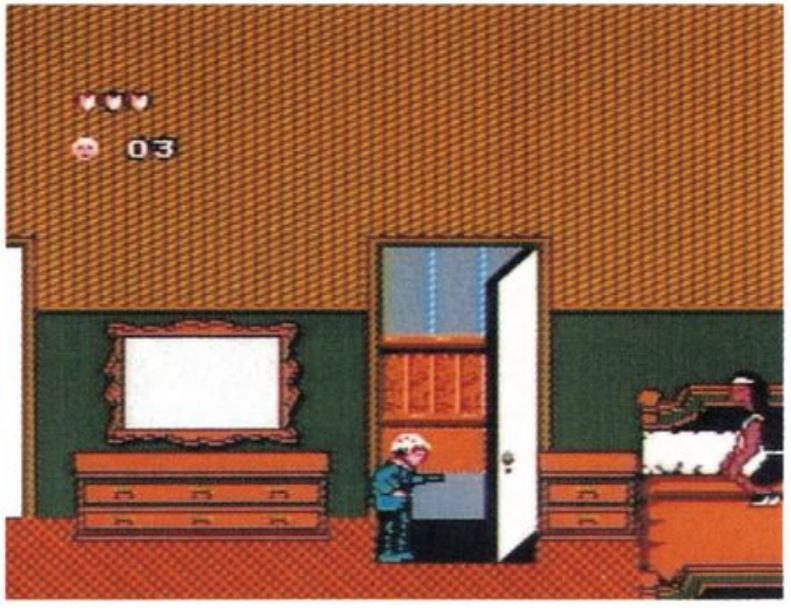
Super Flying Fist - Knocks off enemies across the screen. Kevin can run after the fist to maximize the number of enemies hit. (Be careful some enemies are too low to the ground to be hit!)

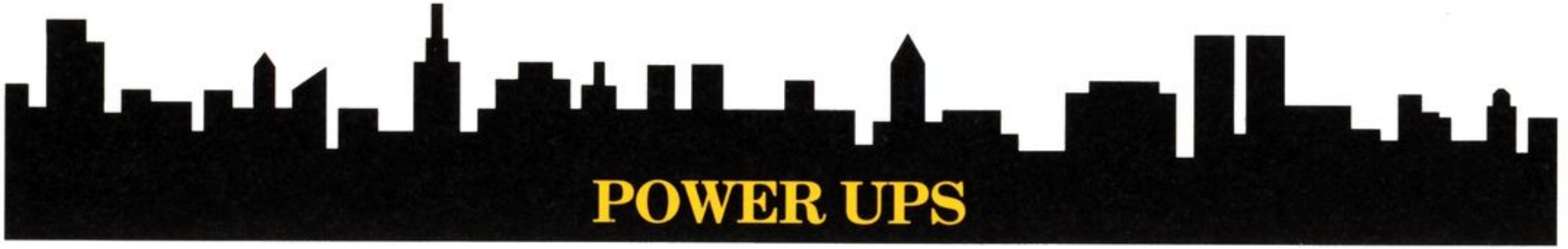
CONTROLLING KEVIN cont.

Necklace - Causes most walking enemies to slip right off the screen.

Hints:

- Look around for Dart Packs, these will increase the ammunition for your Dart.
- Fists are usually helpful to defeat the bosses.





POWER UPS

The following items are collected throughout the game:

Pizza Slice - Collect 6 of these to gain an extra life.
Whole Pie - Gives you an extra life.
Cookies - Cookies are in clusters of 4, collect 20 cookies (5 clusters) to recover one lost power unit.
Bell - Gives Kevin a spin-jump that knocks away enemies.
Candy Cane - Makes Kevin invincible for a short time.
After Shave - Gives Kevin extra speed, longer jump and makes him invulnerable for a short time.

You'll see the number of power units and lives left on the top of the screen in the status bar. When a Pizza Slice is collected the status bar will change for a short time to show the number of slices you have collected (this will not happen when you collect a sixth slice, instead you will hear the extra life sound and your number of lives will increase by one). When you collect cookie clusters the status bar will change for a short time to show you the number of cookies you have (this will not happen when you pick up your fifth cluster, instead one power unit will be replaced if you are missing any).

THE HOTEL

Kevin starts out in the lobby of the posh **Plaza Hotel** off Central Park. Many items that Kevin needs to survive this level are hidden behind the furniture and in the background. To uncover hidden items, jump around everywhere.

Hints for the Hotel:

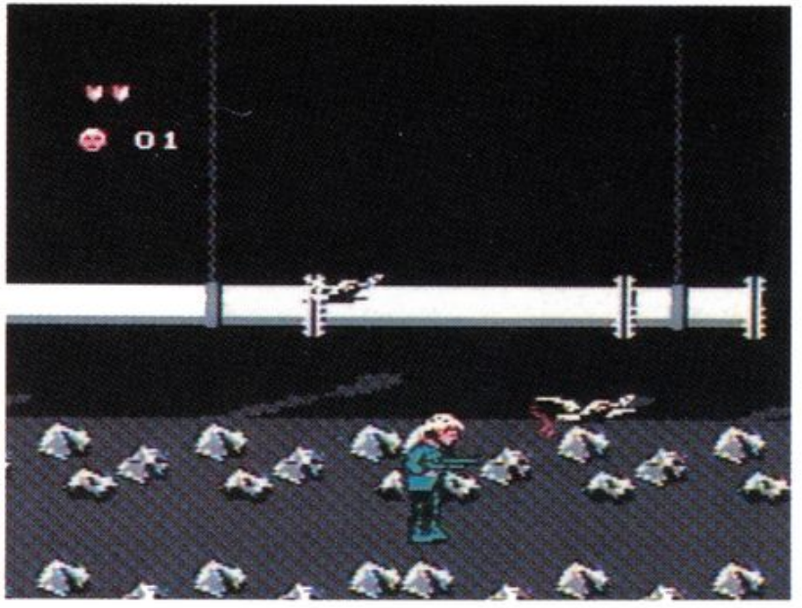
- Dodge the suitcases as you ring for the elevator. Take the elevator to the upper floors.
- Go into lobby shops and hallway doors upstairs to discover more items. Avoid all hotel staff members (yes, that includes the maids).
- Take the freight elevator from the 16th floor to the kitchen. Be sure not to mess with the kitchen staff as well.
- This is where you have your final confrontations with the house detective and the master chef.

CENTRAL PARK

Make your way through dangerous, night shrouded, Central Park. Punks, thugs, rats and worse are all waiting for you.

Clues for Central Park:

- Find a way to climb the Central Park wall without becoming bat food.
- Find the underground cave protected by the Pigeon lady's birds to find the next level.



THE UNCLE'S TOWNHOUSE

Kevin's uncle has a townhouse that is in the middle of renovation and Kevin has set up booby traps there to try to trap the Wet Bandits and turn them over to the police. Kevin must find the first key and then go to each room successively and set off the trap there to get the keys back so he can get to the roof to escape.

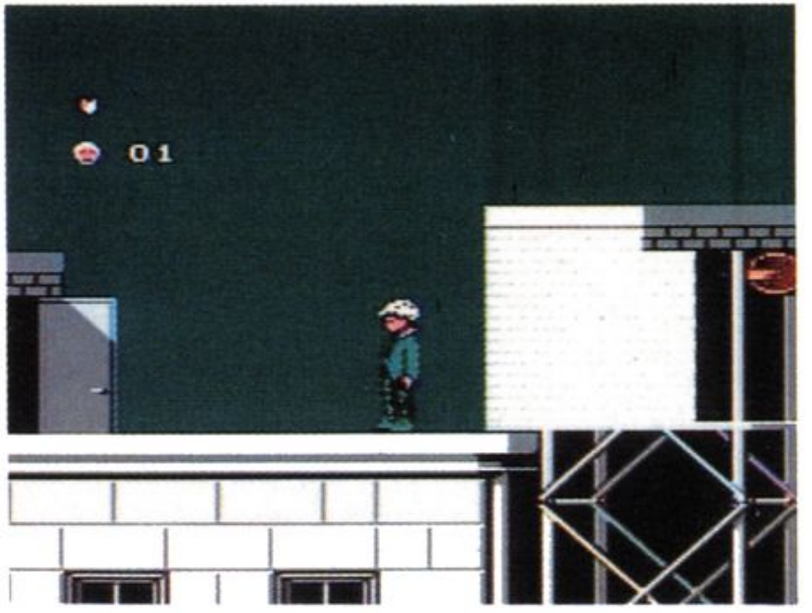
Town House Tips:

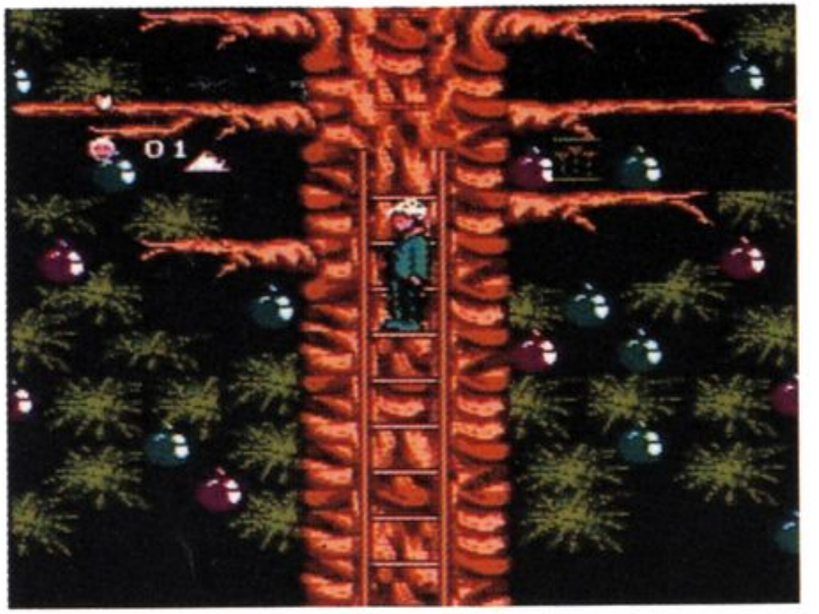
- There are 3 floors to the town house with multiple rooms in each floor.
- Look out for holes in the floor and falling plaster as you make your way through the hallways.
- Keep out of arms reach from Harry and Marv!

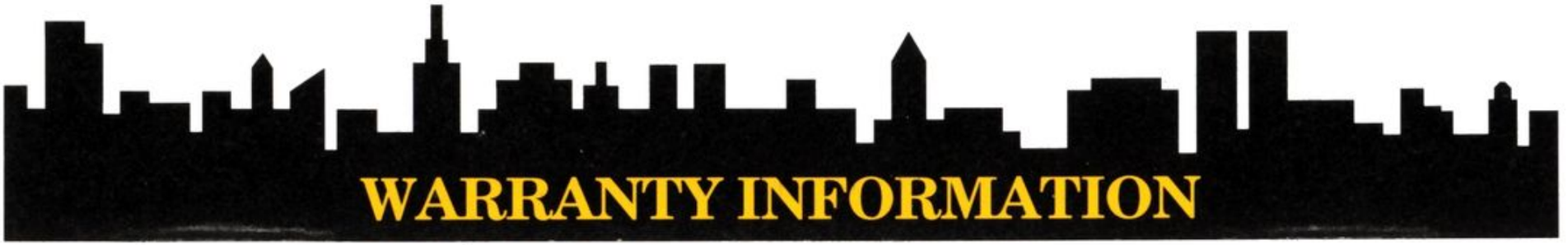
LAST, BUT NOT LEAST

The great chase begins on the roof of the uncle's townhouse, then continues on the streets of New York, and ends at the Christmas tree at Rockefeller Center. Try to make it to the top of the tree to get rid of those crooks once and for all!

Once you complete this level, Kevin is reunited with his family for a holiday they'll never forget!







WARRANTY INFORMATION

90 DAY LIMITED WARRANTY:
T•HQ, Inc. (Toy Headquarters) warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, T•HQ, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the T•HQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 501-3241. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similiar proof-of-purchase within the 90-day warranty period to:

T•HQ, Inc.
Consumer Service Department
5000 N. Parkway Calabasas, Suite 107
Calabasas, CA 91302
(818) 591-1310

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY
If the PAK develops a problem after the 90 day warranty period, you may contact the T•HQ, Inc, Consumer Service Department at the phone number noted. If the T•HQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK freight prepaid to T•HQ, Inc., enclosing a check or money order for $10.00 payable to T•HQ, Inc. T•HQ, Inc. will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL T•HQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long and implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

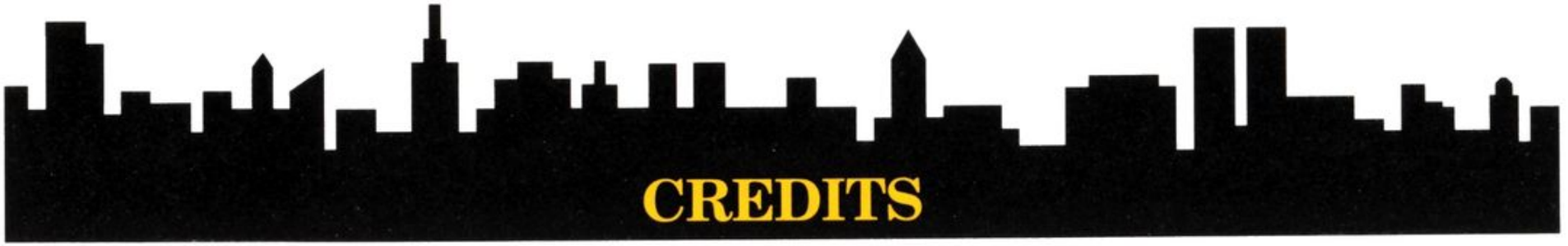
FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try and correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.



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Tom Heidt

Based on a screenplay by
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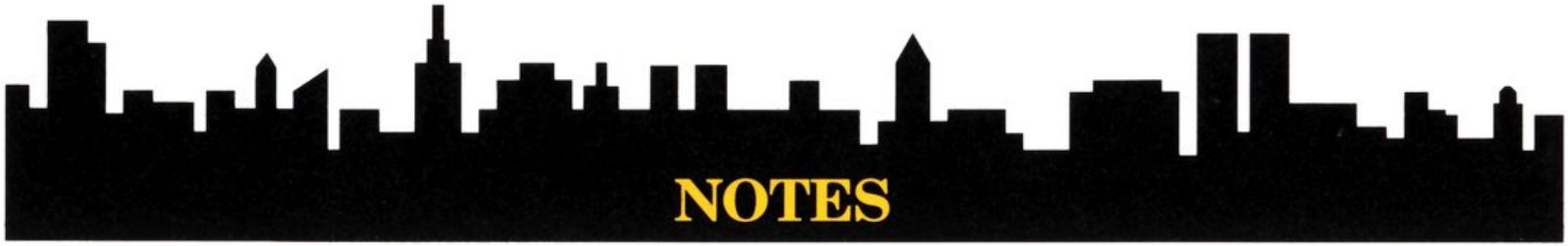
NOTES



NOTES

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